Starships D6 / Colonial Stealthstar (Re-imagi



STEALTHSTAR

Craft: Colonial Stealth Star
Type: Stealth infiltrator fighter craft
Scale: Starfighter
Dimensions:
-Length: 8.5m
Skill: Starfighter piloting: Stealthstar
Crew: 1
Crew Skill: Communications 4D, sensors 5D, starfighter piloting 4D+2, starship gunnery 4D+1
Passengers: N/A
Cargo Capacity: 5 kilograms
Consumables: 1 week (emergency pack)
Cost: 350,000 Colonial credits (new)
FTL Capable: No
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability: 4D+2
Speed:
-Space: 9
-Atmosphere: 400; 1.150kmh
Hull: 4D
Defenses:
-Shields: N/A
-Stealth Package: -3D (see below)
Sensors:
  Passive: 25/1D
  Scan: 50/2D
  Search: 100/3D
  Focus: 4/4D

WEAPONS:
  2 Kinetic Energy Weapons (fire-linked)
    Location: Mounted forward of the wings
    Fire Arc: Front
    Crew: 1 (pilot)
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 3D
    Space Range: 1-4/15/27
    Atmosphere Range: 100-400/1.5/2.7km
    Damage: 6D
    Ammo: 400 round magazine
    Rate of Fire: 1 (Autofire, Ammo Depletion 1Dx10)
    Special: These weapons fire on Autofire. For details, see D6

Firearms in Supplements for extra rules, or use these here as is.

DESCRIPTION:
Stealthstar 7746VA was a designation used for a Colonial stealth craft.

Lieutenant Daniel "Bulldog" Novacek from the battlestar Valkyrie piloted a stealth recon craft, designated Stealthstar, across the Armistice Line in order to determine whether or not the Cylons were performing a military buildup.

During the mission, the Stealthstar had open comm channels and was actively monitoring DRADIS, perhaps in an attempt to lure the Cylons with the intent of going silent at the first sign of trouble. Its position was clearly visible to Valkyrie's DRADIS. However, the Stealthstar was interdicted by a craft of unknown designation (presumably Cylon) which quickly jumped in and out. This resulted in severe damage before its stealth functions were fully utilized (TRS: "Hero").

GAME NOTES

STEALTH PACKAGE: The Stealthstar was built with stealthy infiltration in mind. It's hull is designed in such a way to be harder to detect by DRADIS and other Sensor systems (much like a modern stealth aircraft), using precise geometric angles and alloys resistant to such detection methods. All sensors systems trying to detect the Stealthstar are at -3D to do so, as most enemies would not detect it until it were very close (possibly in Focus Sensor ranges). Also, if the Stealthstar is trying to hide itself or appear nondescript in enemy view, the enemy must roll one Difficulty Level higher than normal to detect it. This is similar to the Blackbird Laura's Stealth ability, except the Stealthstar's hull is not composed of such weak carbon alloys, having a stronger hull and a better chance to withstand attacks against it (and possibly even a weapons package to defend itself).

NOTES
-The Stealthstar utilized the Viper Mark VII cockpit.
-On Valkyrie's DRADIS, the ship was designated as "S-Star".
-The Stealthstar is a redress of the Blackbird (see separate entry for the Blackbird "Laura")

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